

























 Starts at Six.
FOOD (resource)
 Max cap: 6 5 4 3 2 1





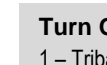




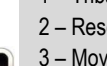




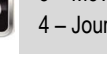



 Starts at Six.
RESOLVE (resource)
 Max cap: 6 5 4 3 2 1

 Starts at Six.
PROXIMITY (resource)
 Max cap: 6 5 4 3 2 1

 Starts at Six.
MOVEMENT PROGRESS



UNIT				
5				
4				
3				
2				
Less than 2				

 =    
 =    
 =       

Turn Order (Phases)

- 1 – Tribal Unit Activation
- 2 – Resolve Actions
- 3 – Movement (optional)
- 4 – Journaling (At Plot Hexes)



VISION QUEST

1872 The Lost Crows

by Mike Heim v0508





Number of Players: 1
 Player Ages: 12+
 Time to Play: 60+ minutes

1872 The Lost Crows is a solitaire map-building, roll-and-write survival game all on one disposable page.

by Mike Heim v0508

The Tribes have met and decided on war. You refuse to subject your Crow people to such a lost cause. A vision warned you that the Americans spill blood of many tribes on this frontier. It's now a race across the Montana frontier to Canada before the U.S. Cavalry can catch you.

Historical Notes and Disclaimer

This details in this game are historically accurate—to a limit. The plot and story you create is fictional of course. The Crow Nation has generally been on friendly terms with the Americans during Westward Expansion; at least more affable than their Sioux neighbors. During the game, it's possible for a storyline to develop involving Canadian Mounties. The word Mounties refers to the Dominion Police and NorthWest Mounted Rifles – the organization of British Canadian peacekeepers during the late-1800s (not the Mounties as we know them today). Encounters may refer to the Chief's "Henry." This ambiguous reference is to the late Civil War model of the Henry Repeating Rifle.



Set Up

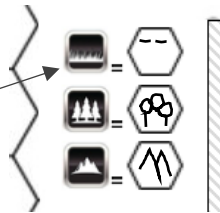
Besides this Rules PDF and Player Sheet PDF, you will need:

- *12 six-sided dice (Four to track your resources at the top of the Player Sheet, and eight for rolling)
- *Pencil and Eraser
- *Notepaper (For the Roll-and-Write Journaling Phase)
- *3 Colored Pencils (ideally yellow, green, and brown) ♦

1) Use any three colors (besides black, which you'll use to map your route) to color in the three terrain key hexes to the right of the hex map. For instance, if I had Yellow, Green, and Brown colored pencils I would probably color the Plains hex yellow, the Forest hex green, and the Mountain hex brown. You will also use these colors to fill in Crows throughout the game.

♦Optional "No Colored Pencil" Rule

If you do not want to use colored pencils or if you don't have access to them, you can still play the game with a completely different visual effect. Just use your regular pencil to complete the terrain key in a similar manner to this one. Sketch the same symbols in the empty hexes (and Crows) as you discover them.



2) Place three of the dice (with the 6 side up) in the three Primary Resource boxes at the top of the Player Sheet (Food, Resolve, and Proximity).



Place a fourth die (with the 6 side up) on the Movement Progress box. Movement Progress is not a primary resource, but it has similar mechanics.

None of the four tracking boxes can exceed 6. Certain events might reduce your capacity to carry a resource for the rest of the game. If that happens, circle your new max cap under your die. Excess supplies are always discarded.

How to Win

Move your tribe from the starting Forest hex in the southeast (Mounted Native location) to the British Canadian Flag double-hex in the north by expending Movement Progress while balancing Food, Resolve, and Proximity. You must visit the 5 lettered Plot Hexes. You immediately win once you enter that double-hex.

How to Lose

- If any of your three primary resources (Food, Resolve, or Proximity) are at 0 at the end of a turn you lose.
- *Food* is a variety of items (meat, fruit, and grains) needed to sustain your tribe. Your tribe dissolves and leaves you if Food reaches 0.
 - *Resolve* represents your tribe's loyalty and eagerness to follow your orders. You, as the Chief, are banished when Resolve reaches 0.
 - *Proximity* is the distance the bulk of the U.S. Cavalry ordered to pursue you is maintaining. They will reach you and destroy your tribe when Proximity reaches 0.

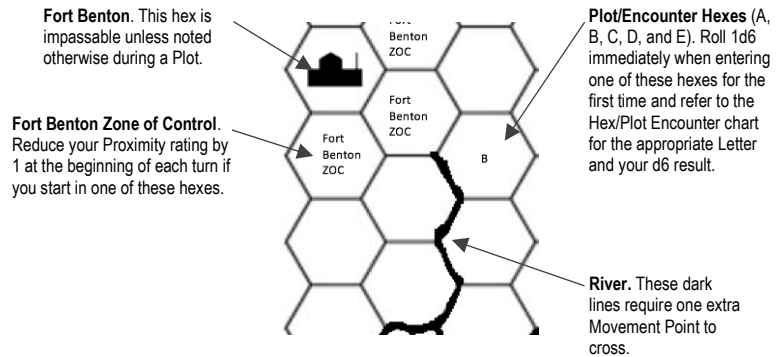
Scoring

If you lose, score 1 point for each hex traveled in the game.
 If you win, score 1 point for each hex traveled in the game, plus 2 points for each Crow you have colored.

Map Locations Guide

There are a few locations on the map that you need to understand before playing.

You start in the lower right hex of the map depicted by the mounted native. It is a **forest** hex so color in the hex accordingly. Trace your movement as you leave this hex.
 You win by entering the double hex in the north depicted by the British Canadian flag.



Now you're set up and ready to play. Good luck!

Turn Order (Phases)

- 1 – Tribal Unit Activation. Roll 2d6 and place them in any two unfilled tribal unit boxes. (Repeat three more times until all boxes are filled.)
- 2 – Resolve Actions. Use the difference (subtraction solution) to refer to the chart on the right for each tribal unit (in order from least to greatest).
- 3 – Movement (optional).
- 4 – Journaling (At Plot Hexes)

Turn Order

Each day is represented by a turn consisting of four phases. You will roll dice and assign them amongst your tribe to resolve actions, while tracking supplies and progress with other dice. You will color terrain, and trace your movement toward the winning hexes.

Phase 1 – Tribal Unit Activation

Each of the four Tribal units (Chief, Tribe, Warriors, and Shaman) have 2 die-boxes. Take all 8 dice that are not on the Resources at the top of the page. (The dice on the Resources are used only as trackers.) Roll 2d6 and place them in any two unfilled tribal die-boxes. The boxes you choose can be two in the same unit or in different units. Your goal is to get a difference as close to 2 or 3 as possible. Repeat this process three more times until all four Tribal units have their boxes filled – all 8 boxes.



Tribe: These are the children, women, and a few men who hunt and forage for food.

Chief: The Chief is the most versatile of the four Tribal units. He has no specialty but instead offers support to all different resources through his Wilds (feather icon).

Shaman: Possibly as important as the Chief, the Shaman is more than just his advisor. He is also the tribe's healer, judge, jury, and counselor. The Shaman is needed in order for your tribe to gain a powerful boon from a Vison Quest since he is the only tribal unit that can roll Crows.

Warriors: These are the braves and pipe carriers that harass the U.S. Cavalry or lead them astray.

Spirit Dancers



You have two Spirit Dancers. Each can be used once per game to change a die result from Phase 1 to any of your choice. For instance, if you ended up with a smaller number in the tens place than in the ones place (maybe a 2 in the tens and a 4 in the ones), you'd want to change it so you don't get a negative number. In order to do so, you put an X through a Spirit Dancer box and change the number to any between 1-6, of your choice. These changes can be on the same round or different rounds.

Phase 2 – Resolve Actions

Your Tribe is constantly on the move and working a variety of tasks to balance the resources needed to reach Canada. Subtract the two die numbers for each unit by subtracting the bottom die from the top die. Use the difference and refer to the chart on the right side of the Player sheet. Resolve the icons in order from left to right on the player sheet (Tribe, Chief, Shaman, Warriors). If your result shows two icons, you can resolve them in any order you wish. Below is a guide to the different icons for references until you are familiar with them.



Reduce two Primary Resources of your choice by 1.



Shaman is **hurt** or afflicted with **fever**. Reduce Resolve by 1. On the next two turns, during Phase 1 the first 2d6 rolled must be placed in the Shaman's boxes (before any other rolls). The Elder Shaman (if you have him) still gets to discard 1 die before assigning them.



You can add one to any Primary Resource or Movement.



Increase Proximity by 1.



Lose 1 Proximity and 1 Resolve.



Add 1 Movement.



Add 1 Food.



Color in a Crow (to the Right of the starting hex) to match the terrain you currently occupy. Once you have colored seven Crows, refer to the Vision Quest chart to get your powerful boon for whichever terrain has the most colored Crows. A player can only have one Vision Quest per game. Any Crow acquired after a Vision Quest increases one Primary resource of your choice.



Color an adjacent unmapped hex as Plains. If all adjacent hexes are mapped, choose an unmapped hex two hexes away.



Color an adjacent unmapped hex as Forest. If all adjacent hexes are mapped, choose an unmapped hex two hexes away.



Color an adjacent unmapped hex as Mountains. If all adjacent hexes are mapped, choose an unmapped hex two hexes away.



Roll 2d6 and refer to the **Bad Omen** chart below to resolve the consequences on the next page.



Lose 1 Resolve.



Storm prevents movement this turn. This will also cause you to lose Resolve during the Overland Hex Movement Phase.



You are misdirected into the Southern hex adjacent to you. This forced movement happens immediately and does not cost resources. If you are forced into an unmapped hex, it becomes Forest. You cannot be misdirected into impassable terrain or off the board.



You are misdirected into the Southeast hex adjacent to you. This forced movement happens immediately and does not cost resources. If you are forced into an unmapped hex, it becomes Forest. You cannot be misdirected into impassable terrain or off the board.














Bad Omen Chart

Roll 1d6 and apply that to the tens place, then roll 1d6 and apply it to the ones place before consulting the chart below.

11-12	Windstorm (Lose 1 Movement Progress)
13-14	Traitors (Reduce your Maximum Proximity capacity by 1)
15-16	Thunderstorm (Movement Cost is doubled this turn)
21-22	Bad Luck (Lose 2 of your lowest Resource)
23-24	Hailstorm (No Movement this turn)
25-26	Heatwave (Lose 2 Resolve)
31-32	American Settlers (Lose 2 Proximity)
33-34	Drought (Reduce your Maximum Food capacity by 1)
35-36	Dissent (Reduce your Maximum Resolve capacity by 1)
41-42	Cursed Land (You cannot enter the adjacent hex to the north next turn)
43-44	Blighted Future (Reduce the Maximum capacity of any two resources by 1)
45-46	Food Poisoning (Lose 2 Food)
51-52	Tornado with Storm (Set Movement to 0 and lose 1 Resolve)
53-54	Misdirected (move back to the hex you most recently exited)
55-56	Lightning Storm (Lose 1 Resolve)
61-62	Distant Bugles (Reduce your maximum Proximity by 1)
63-64	Dust Storm (Lose 2 Movement)
65-66	Comanche U.S. Cavalry Scouts (Lose 1 Proximity and 1 Resolve)

Phase 3 – Movement

If you choose to travel, you can only move to mapped hexes. Use your regular pencil to trace your route from the south of Montana to the Canadian border. If you do not move during this phase, lose 1 Resolve. Although your goal of the game is to reach the British Canadian flagged double-hex at the top of the map, you will have to deviate from your route to reach the Plot/Encounter hexes (labeled A-E). You will need to spend Movement Progress equal to the cost to get into each hex. These differ by terrain types:

Plains cost 1 Movement and 2 Food to enter.	  
Forest cost 2 Movement and 1 Food to enter.	  
Mountains cost 3 Movement and 1 Food to enter.	   
Lose 1 extra Movement or Resolve when crossing a River.	 or 
Lose 1 Resolve if you do not move during this phase.	

Each terrain has difficulties and bonuses about them. Plains are easier to move through while Mountains have better secret encounters and boons. Forests are in between on both counts.

You must have the necessary Food and Movement Progress and can only have a maximum of 6 stored at the top of your Player Sheet. Here are three examples: with 3 MPs and 6 Food, you could move through three Plains, or with 6 MP and 3 Food you could move through three

Forests—as long as all the hexes were mapped and colored beforehand. You never have to move your maximum though. If you do use all of your movement points, just move the die off of your player sheet until you recover movement again. Use your regular pencil to draw your tribe's route into the next hex. When you move into a Plot/Encounter hex (identified on the map as A,B,C,D, and E) for the first time you must immediately STOP and end this phase. Roll 1d6 and refer to the correct encounter table located on the next page. Most Encounters hexes will require you to make a choice in a choose-your-own-adventure fashion. Many of the encounters follow a plot line, so DO NOT read ahead and do not read other possibilities after you've chosen your path.

To win, you must move into the Canada double-hex at the top of the map. The double-hex must be mapped, and both hexes share the same terrain.

Phase 4 – Journaling

After resolving a Plot/Encounter hex, write a short paragraph description of your travels up to (and including) this hex. There are “keywords” that trigger other events in future Encounters, some of which change the victory conditions of the game, and others will affect plot advancement. If you enter a Plot Hex that talks about a sacred stream, you should write about it because a future Plot Hex may instruct you to do something (or get something) if you have “sacred stream” written in your Journal.

Write a final journal entry once you complete the game (win or lose). If you win the game and visited all five Plot hexes, then you will have written a six-paragraph story of your journey. Every time you play, your story will be different.

Some “choose your own adventure” results must be referenced on the last pages of this document.

Vision Quest

A Vision Quest is a special action that provides help in your mission to reach the winning hexes. It isn't needed to win, but



the boon is undoubtedly beneficial. **Seven Crows are required** to activate a Vision Quest. Each time you gain a Crow, color in one of the Crows below the hex map the same color as the terrain you are currently in. Once you have acquired your seventh Crow, roll 1d6 and consult the table below that is represented by the most abundant colored Crows. In case of a tie, you choose.

Plot/Encounter Hexes

In order to win the game, you must reach Canada after visiting the 5 Plot hexes. You must immediately end your movement when you enter any Plot/Encounter Hex. Roll 1d6 when first entering a Hex of a given letter (A,B, C, etc..) and refer to the result below. (You will only roll on each Plot Hex letter once per game (only 1 A result, 1 B result, etc...))

The following pages refer to the **Vision Quest Results** and the **Hex Plot/Encounter**. **Do Not read past this page until instructed.**

VISION QUEST RESULTS

Plains Visions

- 1 – RIVER SPIRITS Each time your tribe crosses a river, gain 2 Resolve.
- 2 – BISON HERD Immediately set your Food (and Food maximum) to 6.
- 3 – WATERWALKERS Rivers no longer affect movement.
- 4 – WINDRIDERS You may reroll 1 die while in the Plains.
- 5 – BIG SKY BLESSING Lose any single primary resource of your choice on a storm result instead of the storm consequence.
- 6 – WOMAN WARCHIEF Write a permanent #6 in the top Chief tribal die-box. Discard any 1 die at any time (after rolled) during Phase 1.

Forest Visions

- 1 – STORMWALKERS You are immune to any negative effects that have the word *Storm* in it.
- 2 – BEAR TRIBE TREATY Reset all Resource maximum capacities to 6 (including Movement) and then add 2 to all of those resources.
- 3 – NIGHT THIEVES Gain 1 Food when your Tribe rolls a negative result.
- 4 – FOREST FIRE Immediately set your Proximity to 6 and add 1 to your Resolve.
- 5 – FEATHER SCOUTS Forests only cost 1 movement to enter.
- 6 – PIPE CARRIERS Write a permanent #6 in the top tribal die-box. Discard any 1 die at any time (after rolled) during Phase 1.

Mountain Visions

- 1 – GHOST MOUNTAIN Draw a Mountain in any non-adjacent blank hex. Set all of your Primary resources to 5 when entering it.
- 2 – SPIRIT OF THE GOAT Mountains only cost 1 movement to enter from now on.
- 3 – STORM DANCERS Remove your Spirit Dancers. You can now use this ability once per turn only in Mountains.
- 4 – SACRED SPRING Your Shaman is immune to wounds/fevers and Bad Omens.
- 5 – FUTURE PORTENTS When rolling for a Bad Omen, roll both dice at the same time and then choose their placement (tens/ones) after evaluating the results. If you roll doubles, you avoid/ignore consequences
- 6 – ELDER Write a permanent #6 in the top Shaman tribal die-box. Discard any 1 die at any time (after rolled) during Phase 1.



PLOT/ENCOUNTERS

A

A1 Perfect Sunset - A hush falls over the tribe as you witness one of the most beautiful sunsets the Creator has ever devised. What a poignant ending for the day. A glint of gold is reflecting off your Henry. You look down and mutter a silent prayer that you won't have to use it.

A2 Challenge to the Chief - An ornery nephew sympathetic to the Sioux has challenged you for leadership of the tribe. If you ignore it, go to 10A. If answer his challenge, go to 40A.

A3 Wagons East - You come across a small wagon train of Christians making their way east while flying British colors. If you ignore them, go to 11A. If you try to greet and make peace, go to 23A. If you order them to be massacred, go to 31A.

A4 Toxic Lake - You come across a warm lake that smells of rotten eggs. Hundreds of dead fish are floating on the surface and washed up on shore. If you ignore, go to 17A. If you harvest all of the edible fish, go to 04A.

A5 Thick Fog - The day's events are compounded by a thick fog that has rolled in. If you continue camping for the night, go to 33A. If you order the immediate break of camp in an attempt to out distance the fog, go to 18A.

A6 Farm on Fire - You see smoke in the distance which turns out to be an American homestead on fire. If you help the homesteaders, go to 29A. If you ravage the homestead for supplies, go to 47A. If you ignore it, go to 03A.

B

B1 Perfect Sunset - A hush falls over the tribe as you witness one of the most beautiful sunsets the Creator has ever devised. What a poignant ending for the day.

B2 Trading Post - You surmise that this must be a Trading Post for Fort Benton. If you parley and trade with the post, go to 07A. If you attack the post, go to 30A. If you ignore the post, go to 48A.

B3 Dead Blackfeet - You come across the remains of a Blackfoot scouting party. They wear the uniforms of the U.S. Cavalry but have been stabbed and scalped, likely by other tribes in the area. If you leave the traitors' corpses to the vultures, go to 11A. If you order your tribe to give the bodies a local pyre funeral, go to 37A.

B4 Spirit Bear - A very rare white spirit bear crosses the headwaters of the river in search of food. It shows no fear as it lumbers toward your Shaman. If you attack it, go to 25A. If you make noise so your presence is known, go to 15A. If you stay silent and observe in awe, go to 35A.

B5 Golden Spring - Camping at the headwaters, some of your tribe has come across a breadcrumb trail of gold in the river. If you delay your sojourn for a day to collect gold, go to 02A. If you ignore it, go to 17A.

B6 Mining Camp - Searching for a defensible site to camp, you have found a small American mining operation in the hills near a river. If you order an attack on the camp, go to 41A. If you try to greet and make peace, go to 19A. If you ignore, go to 48A.

C

C1 Perfect Sunset - A hush falls over the tribe as you witness one of the most beautiful sunsets the Creator has ever devised. What a poignant ending for the day.

C2 Pristine Lake Source - You come across the source of the Great River, an enormous glacial fed lake. If you camp at the lake shore, go to 43A. If you look for a more defensible position, go to 16A.

C3 Hot Springs Source - It turns out that the source of the Great River is a series of hot springs. The shaman wants the Tribe to bathe in the springs. If you agree with the Shaman, go to 05A. If you oppose bathing in the springs, go to 39A.

C4 Sioux Raiders - War cries of the Sioux horsemen shatter the still of the night as they gallop through your camp slicing at warriors, women, and children indiscriminately. If you respond in kind, in protection of your tribe, go to 34A. If you try to parley and reason with them, go to 21A.

C5 Red Moon Tribe - One of the oldest tribes in the region is under attack by a large U.S. Cavalry scouting group. They have always been fiercely reclusive and refuse all types of parley. If you order your warriors into the fray, go to 28A. If you use the distraction to try and bypass the area undetected, go to 09A.

C6 Abandoned Cabin - Out in the middle of nowhere stands a lone cabin, nearly pristine yet seemingly abandoned. If you investigate it, go to 08A. If you ignore it, go to 17A.

D

D1 Perfect Sunset - A hush falls over the tribe as you witness one of the most beautiful sunsets the Creator has ever devised. What a poignant ending for the day.

D2 Narrow Gorge - While traveling through a long deep gorge, the small trickle of water at your feet becomes deeper and deep. The water is raging and nearly 2 feet deep within an hour, sweeping some children off their feet. If you order the tribe back out of the gorge the way you came, go to 42A. If you order the tribe to cling to and climb the walls, go to 14A.

D3 Ominous Dream. - A dream of terror is shared by you and the Shaman. Dead crows dropping from the skies to the north. If you order your tribe towards the south, go to 27A. If you ignore it, go to 01A.

D4 Ambush! Cavalry come sweeping over the bluff, rifles and pistols firing into tipis. If your Resolve is greater than 3, go to 22A. If your Resolve is currently 3 or less, go to 45A.

D5 Buffalo Massacre - In front of you for miles lay the fresh kills of hundreds of buffalo. A herd known in the area as Red Hooves because of the type of mud and clay they prefer to walk through. It looks like the entire herd was destroyed by the Cavalry. If you order your tribe to harvest all usable meat, go to 38A. If you order your shaman to bless this cursed land and let the buffalo rest in peace, go to 06A.

D6 Raze Ft. Benton - Scouts have reported that the bulk of the Ft. Benton army detachment is 40 miles away and headed in the wrong direction looking for you. There can be no more than a handful of second-rate soldiers currently left at the Fort. Striking now might be the only chance you have at a decisive victory, and protecting all of the other Tribes in the region by forcing the U.S. into a truce. NEW VICTORY CONDITION: If you accept the new condition and attack Ft. Benton, go to 12A. If you ignore it, go to 17A.

E

E1 Perfect Sunset - A hush falls over the tribe as you witness one of the most beautiful sunsets the Creator has ever devised. What a poignant ending for the day.

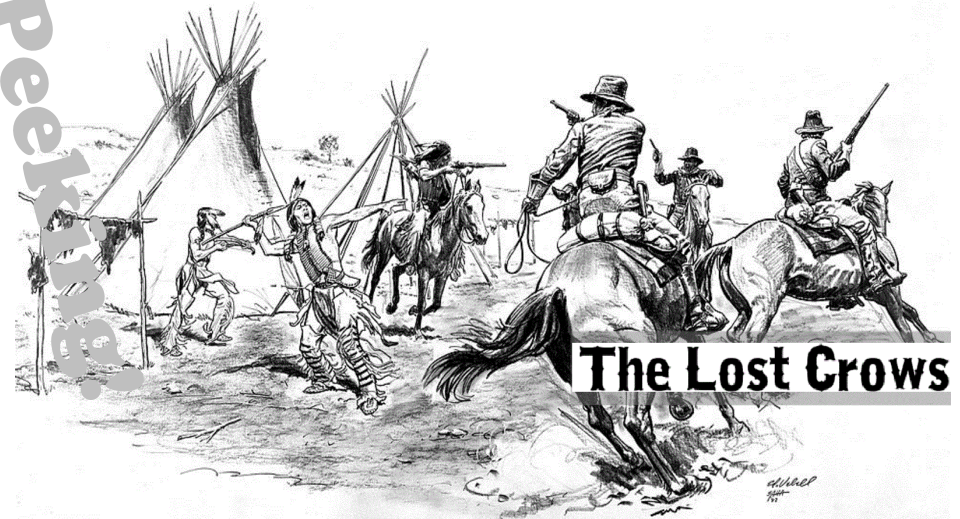
E2 Missing Mountie - A small group of Mounties clearly on the American side of the river are searching for one of their own. They are allowed on U.S. soil for only 24 hours and offer you a deal of stewardship in Canada for the return of their comrade. NEW VICTORY CONDITION: If you agree to their terms, go to 44A. If you ignore it, go to 17A.

E3 Rattlesnake - A dream foretold of this but you thought nothing of it until you were bit early in the morning. If you allow the shaman to treat you, go to 26A. If you allow one of the women in the tribe who professes western medicinal skill to treat you, go to 49A.

E4 Highland Twister - The clouds slowly boil over you with shades of green and purple. The air temperature drops dramatically as tendrils of the clouds snake their ways down to land. If you order your tribe to the high banks of the river, go to 24A. If you order your tribe to the rocky bluffs a few miles back, go to 46A.

E5 Earthen Mounds - You come upon the remains of a civilization thousands of years older than you. There has been argument since your grandfather was a child as to whether mounds like these were temples, homes, or graves. This is the first time you've seen ones for yourself. If you investigate, go to 13A. If you skirt around it, go to 36A.

E6 Rope Bridge - A large yet old rope bridge spans the gap of the river to the north. While discussing how safe it may or may not be, one of the impatient warriors carefully trots his horse across. Order the tribe to cross the bridge carefully, go to 20A. Order the warrior to cross back to this side since this bridge seems "too convenient," go to 32A.



01A - If you took stock of every dream you ever had, you'd be a quivering mess. You ignore the dream and continue north.

02A - The Whites value this more than life itself. You realize you can use it to secure your passage into Canada. Reduce Movement Progress to 0, and you cannot move out of this hex next turn. NEW VICTORY CONDITION: The word GOLD must be written in at least 3 Journal Entries before you reach an E Plot Hex. When you reach E, do not roll on the chart, Instead, Neutral frontiersmen on the south side of the river will escort you to the Canadian outpost for the gold recovered. You Win!

03A - The fire is between the settlers and The Creator. You ignore the burning and move on.

04A - When the Creator provides, it would be insulting not to partake. The fish are a bounty to your tribe (gain 1d6 Food), but some of the weaker people got sick. Shaman is afflicted with Fever.

05A - The therapeutic nature of the water seems both physical and spiritual. Gain 1 Resolve.

06A - Nobody shall benefit from this tragedy. The shaman performs the ritual. Lose 1 Resolve.

07A - They seem friendly enough in trade, giving your tribe 2 Food. Shortly after you leave a U.S. Cavalry scout can be seen in the distance tracking your movements. Lose 1 Proximity.

08A - An explosion rips through this elaborate dynamite booby trap injuring many of your tribe who were too close. You realize too late that the Cavalry had set this up specifically to try to kill you. Lose 1 Resolve, Shaman is afflicted with Fever.

09A - The skirmish takes attention away from you. Add 1d6 Movement Progress.

10A - You turn your back on him and walk back into your tipi unshaken. After a few moments of silence, hooting and laughing can be heard outside. The embarrassed upstart has fled the tribe.

11A - They are not worth your time or precious energy. You continue on. Their God and The Creator seem to be one in the same although the White people refuse to recognize it. You have avoided a likely heated argument on religion.

12A - If your Proximity ever reaches 1, you lose. If you end your Journaling Phase on Fort Benton with 5-6 Resolve, you win. You are committed and have no other victory conditions.

13A - You find nothing of value. This area may have been scavenged weeks ago or even centuries ago. You have the Shaman perform a ritual of respect and then move on.

14A - The water continues to climb. A great storm must have taken place at the headwaters of this once-dry creek. The raging water reaches up to almost four feet before slowly dropping back to a trickle. Exhausted from your efforts, you find higher ground and rest for a while. No movement is allowed on the next day.

15A - Although sacred, it's still a beast. You've been told that these animals have poor eyesight, so you shout and hoot towards it until it acknowledges your presence. It sniffs at the air and disappears back into the brush. Your tribe is awed and feels repurposed in their sojourn. If you ever lost Max Resolve, reset your Max to 6. And then gain 1 Resolve.

16A - Your priority is to keep your tribe safe, so you order scouts to find a more defensible place nearby. You choose a finger of land overlooking the lake. Lose 2 Movement Progress and gain 1 Proximity.

17A - You cannot afford to be sidetracked from your promise to lead your tribe to the safe hills and streams of Canada. You press on.

18A - This weather is bad. You can feel it in your bones and soul. Your tribe breaks camp in the pitch black of night. After traveling for hours you find yourselves turned around and lost. Immediately move one hex to the South. Do not pay any movement cost. If it was unexplored, it's now Plains.

19A - Although initially cautious, the miners warm up to you and listen to your plight. One of the miners has even seen a *Mountie* at Fort Benton. They warn you that the Canadians and the Americans have close allegiances to each other.

20A - This is the bridge to our future. Although the bridge seems rickety, you know it's critical to get your tribe to Canada. After spending hours carefully crossing the bridge, you find yourself on north side of the river, mere miles away from the Canadian border. Move the tribe North one hex. If the hex is unmapped, it becomes Forest.

21A - After a few minutes of chaos and destruction, the Sioux stop their rampage. They make peace and explain that they have found a dead horse with *Mountie* markings on it. They could not find the *Mountie* and were concerned that your tribe might be trying to instigate a war between the U.S. and Canada. You assure them otherwise. It seems they were duped by the *Mountie*. Your Shaman was wounded in the attack and now has the Fever.

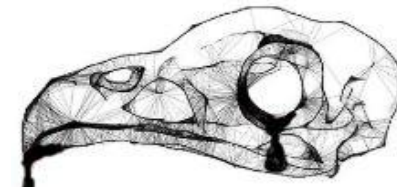
22A - Your scouts forewarned you of the ambush and you set a trap for the Cavalry by making a decoy camp at the edge of a tree line. As chief, you join the warriors with your Henry. As the cavalry rushes in, your warriors sweep up from the flank surprising the Americans and decimating their riders. Gain 1d6 Proximity.

23A - You are able to share stories of the atrocities of the American government. The zealots share that a *Mountie* traitor is selling British secrets to the U.S. and he visits Fort Benton monthly. They request an escort east. If you accept, your next two moves must be back to your starting hex, then a NEW VICTORY CONDITION applies. They give you a Treaty of Amnesty you must deliver to Fort Benton. You must arrive at the Fort with 5-6 Resolve to win. However, if your Resolve ever reaches 1, you lose. You can still win by reaching Canada if you do not want to get involved.

24A - The bank collapses under the storm burying many. After a few hours you are able to continue on your trek, but a palpable melancholy descends upon the tribe as it seems that even Mother Nature is against them. Lose 2 Resolve.

25A - You will not let even a sacred animal harm one of your people. You put three shots in it in quick succession with "Henry." The bear lays lifeless. Your people are aghast but you show the bear's pink eyes and explain that it's albino and not a true spirit bear. Tanners harvest the hide and start the process of curing. Meanwhile a squaw gives birth...the child's name is chosen as *White Bear*. Immediately color in 1 Crow (below the map) any color you want.

26A - The bite was shallow, but rest is required. A steam tent is created to sequester you until you heal. On the next turn, your tribe cannot leave the hex, and the Chief tribal unit cannot participate (perform only three rolls of 2d6 instead of four and place no results in the Chief boxes).



27A - The visions are important and must not be ignored. Your next hex movement must be immediately to the south. Once you enter the southern hex, color in an uncolored Crow below the map the same color as the terrain you are in.

28A - Your warriors easily route the unsuspecting Cavalry. The Auntie (matriarch) of the tribe acknowledges you and throws a potlatch in honor of the timely rescue. Gain 2 Resolve and 2 Food but lose 2 Proximity.

29A - The innocent must be saved. You order your tribe into action. After about an hour, the fire is extinguished. Although the barn was a complete loss, the people and livestock were saved. As payment for saving their lives and farm, the settlers offer you a few cattle. Gain 2 Food.

30A - After a brief resistance, the Trading Post offers up their white flag. You gain 2 Food but after you leave they relay your course to Fort Benton. Lose 2 Proximity.

31A - All of your tribe's rage at the betrayal by the white man manifests in this attack. The travelers put up a brief fight but fall to your warriors' bullets.

32A - The bravado of young braves is usually more troublesome than beneficial. You order the brash warrior back over the bridge and steer clear of this obvious trap. Lose 2 Movement Progress.

33A - It's been a rough start already and you fear it won't get any easier. You order the tribe to camp. In the morning you awake to clear blue skies as the horizon stretches out for miles in all directions. Color all unmapped hexes adjacent to you as Plains, and then all adjacent hexes to those you just colored as Plains as well.

34A - The skirmish is long and savage. The Sioux are expert warriors and do not fall easily. Eventually your warriors turn the tide of battle but not without severe consequences. Roll 1d6 and divide up the losses rolled between Food, Resolve, and Proximity.

35A - You remain silent as the majestic creature approaches. It seems to be oblivious to the entire tribe until it wanders too near your shaman. A grunt, charge, and scuffle is all you remember as the bear mauling is over as quickly as it began. Your Shaman is wounded and afflicted by Fever. Yet he wears the scars with pride.

36A - You find it proper to give the mounds a wide berth just in case it's sacred land or an ancient burial ground. Lose 2 Movement Progress. The Shaman blesses your decision. Gain 1 Crow.

37A - The dead should be afforded a proper farewell no matter who they were or what they did. You organize a proper pyre funeral. The Shaman leads the tribe in a death dance and at the end of the ritual a flock of crows fly overhead cawing. It must be a good omen. Color in one uncolored crow any color you wish.

38A - Your tribe has never seen anything so horrific or heartbreaking. The decimation of the buffalo will truly kill the tribes of the Great Plains. You will not let these creatures' death go in vain. You order a harvest for "as many cuts are there are tears." Reduce Resolve to 1 but return your Food to its maximum capacity.

39A - You are sure that the smell of the springs is a warning to stay away from them. You admire their beauty from a safe distance and organize camp a few minutes downstream where the water is a perfect temperature. Your tribe wants to spend a little bit more time in the relaxing waters. Lose 1 Movement Progress but gain 1 Resolve.

40A - Normally these duels are not fatal but accidents can happen. You know that this young man will not stop until he has control of the tribe. You break custom and jab your knife into the side of his neck during the duel. The tribe falls silent and your people avert eye contact. You remain in control, but lose some respect in the process. Reduce the max cap of your Resolve by 1.

41A - The miners quickly surrender and offer the silver they have excavated. They also offer information about a plot between the U.S. and a Canadian *Mountie* envoy. It seems they might be working together to prevent your tribe from crossing the border.

42A - You lead your tribe at a frantic pace towards the south, looking for higher ground as the water level continues to rise all around you. It seems you are being ushered in a flash-flood for about an hour before you can move to the relative safety of some high crags. Move your tribe to the hex southwest of your current location and reset your Movement Progress to 0. If that hex is unexplored, it is now Mountains.

43A - After setting up camp, you look over your people in awe. They seem so happy and alive, removed of the diaspora of which they journey. Men are fishing, women are laughing, children are playing in the lake. You hope you can find a valley in Canada with this type of beauty.

44A - You have heard that he is likely at Fort Benton. If you have completed any other encounter with the word *Mountie* in it and have written the word *Mountie* in your journal, you share your information with these Canadians. They realize that their missing *Mountie* is a traitor. His family's lands are in jeopardy of being handed over to the Crow people if they make it to the border so he has been working with the Americans to stop you. The Canadians escort you to their border over the next couple of days. You have now won the game.

45A - The Cavalry attack was expertly orchestrated. Yet their impatience may have cost them a complete victory since they decided to attack in the dead of night. Your tribe, massacred and beaten fled in all directions in the darkness, knew to return to their last campsite as a rally point. Go back to the previous hex and set your Movement Progress, Resolve, and Proximity to 1.

46A - Your tribes reckless pace keeps it one step ahead of certain destruction. Exhausted, you're able to make to the safety of the bluffs. Move 1 hex southeast and Reduce Movement Progress by 4 (if possible). If the hex is unmapped, it becomes Mountains.

47A - Homesteaders have always been the impetus for the Americans to kill and push us from our land. These people deserve no mercy. You attack and raze the 'stead. Gain 1 Food, and letter from a *Mountie* with a map that precisely charts your tribe's predicted course as well as important geographic terrain. Add a Mountain Range of four adjacent hexes centered directly between D and E on your map.

48A - You assure your tribe that these Americans will pay you no attention as you travel through. Unfortunately, their allegiance is to Fort Benton and their tongues carry your misfortune. Lose 1 Proximity.

49A - She makes a crude anti-venom and administers it to you. Although you're not feeling well, you live. You task her in instructing the Shaman in some Western Medicine. Gain 1 Crow.

